

LOCO – Commodore 64

AGE: 9 PLUS

HOME ENTERTAINMENT

The train journey of a lifetime, risking death every inch of the way, facing fatal collision round every bend.

Skillfully manoeuvre your classic steam locomotive on this six track railway, dodging the constant aerial bombardment from airships and planes or carefully timing the release of your lethal smoke screen to bring them to grief. Stay alert to quickly switch tracks or arm your steam blasters and avoid a disastrous confrontation with the explosive laden handcars. And all the time keep an eye on your fuel gauge, for once you stop you're a sitting duck.

To make life a little easier we've blessed you with foresight – an inbuilt radar scanner – that gives a momentary warning of the dastardly obstacles to come. But don't be too confident, even with this you'll need exceptional talents on the higher levels to match this test.

3 lives. 5 levels (at each station you collect a flag; five flags moves you to the next level).

Features:

Airships, Planes, Bombs, Handcars, Fuel dumps.
Time restriction on fuel, rechargeable on journey.
Two speeds optional – fast or slow.

Points Plane **100 points**
150 points dependant on altitude at kill
250 points

Airship **200 points**, Bomb **50 points**, Handcart **200 points**, Extra train every **10,000 points**.

To Move: Up track **A** Down track **Z** or Joystick
Release smoke **Return** Port 2

(Time depressed = Altitude achieved)

Release steam **=** Pause **Run Stop**

Restart **Space**

Loading Instructions: Switch machine off then on Hit **Shift Run / Stop** keys together.

Time to load: 15 mins.



AMAZING GRAPHICS AND OUTSTANDING
TOE TAPPING SOUND TRACK

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Alligata
SOFTWARE
WITH BITE
For Commodore 64